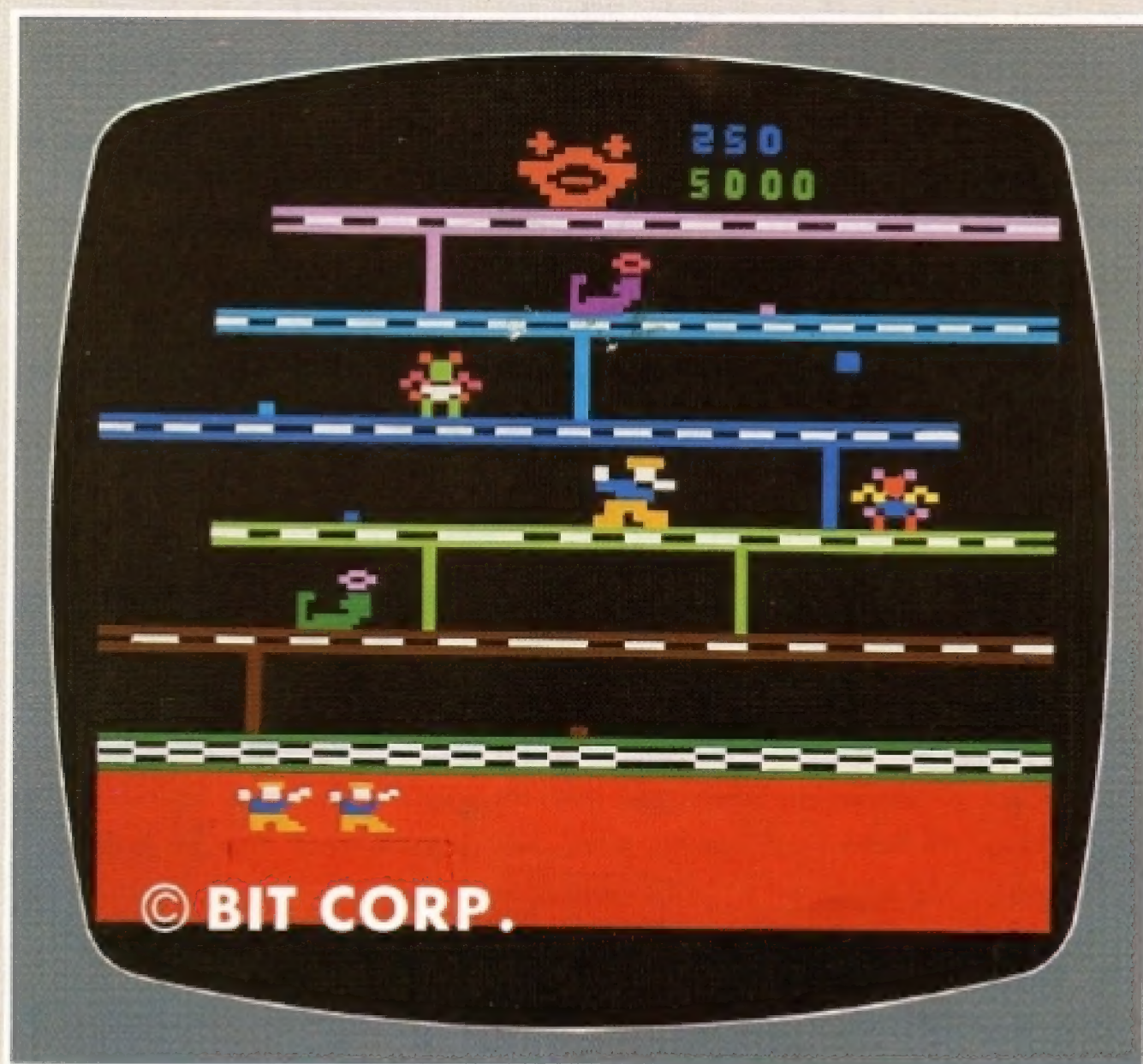




# OPEN, SESAME!™

## INSTRUCTIONS





# OPEN, SESAME!™

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"Open, Sesame!" Have you ever been in dream of that mysterious and exotic world? Imagine that you are the brave lucky man in ancient Arabia, Ali Baba, and now, you are on your way to the treasury up on the hilltop.

Go up and down, help yourself with ropes, you have to make your own way to escape from those keen guards. Taking the chance to catch the magic ball, you may defeat every enemy you confront.

As long as you go through all the difficulties, you would hear the incredible magic sound "Open, Sesame!" and a world of imagination comes true...

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1. Follow manufacturer's instruction to hook up your video game system.
2. Turn power Off, plug in your cartridge.
3. Turn power on and picture would appear on the screen.
4. Plug your controller into the left controller connector and hold the controller with red-button at the upper left while playing.
5. Difficulty switch has no effect in OPEN, SESAME!
6. Press the Reset switch, you can start over the game. As you progress through the game, the speed would become faster and faster.

## 7. **To begin play**

- Ali Baba appears on the first floor automatically.
- On every floor there are two hints for you, where you can direct Ali Baba to throw out ropes and lead his way to the upper floor.
- Have Ali Baba complete his ways, two ropes in each floor, in order to reach the treasury.

## 8. **Controlling:**

- Move Ali Baba by pushing your Joystick in four directions: up-down and right-left.
- Throw out ropes by pressing red-button.
- While climbing by the rope, you can let Ali Baba stay on the upper part of the rope to escape from the guards with Joystick unmoved in the centre.



- Take the chance to catch the magic ball; with the ball, you can turn the guards to golden statues.
- Save your time while carrying the ball, for the magic power is time limited as the color changed on Ail Baba.
- The magic ball can also effect on the statues to make them alive again.

## 9. **Scoring:**

You score points as follows:

Throw out a rope	20 points
Catch a magic ball	50 points
defeat a guard	200 points

Your points accumulated on the top of the screen. The number next to it indicates the time you have spent for reaching the treasury, which start with 5,000 points and decrease progressively by 100 points. Your total score is figured out by plus the two separate scores on the screen.

SESAME TREASURY

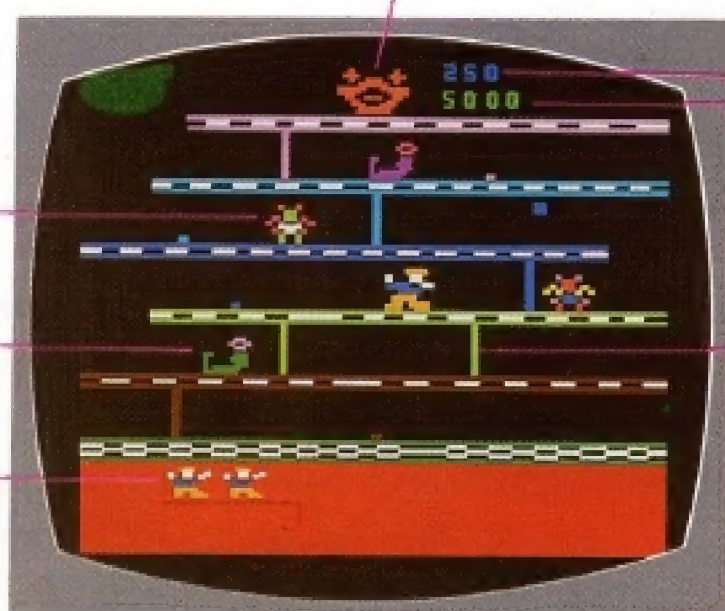
SCORE  
TIME

GUARD

GOLDEN STATUE

ROPE

RESERVE ALI BABA



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